

Richmond Sound Design Ltd.
Theatre Sound Design, Show Control & Virtual Sound System Software
ShowMan Release Notes

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CHANGES FROM VERSION 2.0.98 TO VERSION 2.0.99
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2009-10-29

- 1) Added the big splash dialog from SoundMan-Server that warns if you are running on a temporary dongle file, and tells you how many days you have left to get a real dongle before reversion to demo mode.
- 2) Fixed a problem with the Hog, Status Cue, and Varilite editors that could cause ShowMan to crash.
- 3) Fixed the copyright in the splash screen to 2009, as should have been done about a year ago.
- 4) Updated file copyrights to 2009 too.
- 5) Added code to take a dump to My Documents\ShowMan Dumps if something terrible should go wrong.
- 6) Added the beginnings of logging code using SoundMan-Monitor to maintain a log of the show activity.

CHANGES FROM VERSION 2.0.97 TO VERSION 2.0.98

2009-10-10

- 1) Fixed failure to read temporary dongle files correctly.

CHANGES FROM VERSION 2.0.96 TO VERSION 2.0.97

2009-09-19

- 1) Fixed failure to read temporary dongle files correctly.
- 2) Added "DEMO VERSION" to the name in the title bar of the main window when running a demo version of ShowMan.
- 3) Demo mode startup without a dongle or temp dongle file will not complain that the program will expire in three months.

CHANGES FROM VERSION 2.0.95 TO VERSION 2.0.96

2009-08-31

- 1) ShowMan will not remove a temporary dongle file if the file is valid for this machine but does not include ShowMan as one of the products.
- 2) ShowMan will now continue in demo mode if there is no dongle or temp dongle file present.

CHANGES FROM VERSION 2.0.94 TO VERSION 2.0.95

2009-08-20

- 1) Fixed ShowMan so that it reads temporary dongle files if a dongle is not present.
- 2) ShowMan will no longer read the old *.SMR registration files. Users upgrading from a previous version of ShowMan will need to contact Richmond Sound Design to get a USB dongle with the correct license information in it for their system.

CHANGES FROM VERSION 2.0.93 TO VERSION 2.0.94

2009-07-26

- 1) Fixed some bugs in reading license files stored on a dongle.
The main changes relate to getting the expiration date and licensed number of shows correct.

CHANGES FROM VERSION 2.0.92 TO VERSION 2.0.93

2009-03-15

- 1) Showman was mis-storing the PLC Configuration test info. This would result in any PLC variable addresses used in MSC commands sent from the PLC conditions being stored wrong. This is now fixed.

CHANGES FROM VERSION 2.0.91 TO VERSION 2.0.92

2009-01-01

- 1) Updated the copyright notices to include 2008 since it is near the end of the year.
- 2) Added a check at startup to see if ShowMan is already running, and if so, display a message and exit. The exiting copy of the program will also bring the original program to the front in case it is hidden.
- 3) Included new dongle files with more error recovery abilities.
- 4) Updated to latest dongle files with some bug fixes.
- 5) Updated the copyright to 2009.

CHANGES FROM VERSION 2.0.90 TO VERSION 2.0.91

2007-10-26

- 1) Fixed missing initialization for the mtc_chase value in the cuelist structure.
- 2) Changed "MTC Follow" to MTC Chase" in the menus.
- 3) The AB live monitor panel could miss some of the selections coming back from the box when doing "get tracks" if the box was connected via real MIDI.
- 4) The AB live monitor panel error counter continuously increased in a negative direction when there were no errors.
- 5) Made the AB live monitor panel a little taller so that the 16 playback tracks would all show in the track list window.
- 6) Fixed the AB live monitor window to query playback correctly on SMA.
- 7) Slowed down the status window considerably so that it does not overrun the MIDI link to the AB. (The size and shape of status responses has changed considerably since the 1616HD days.)

CHANGES FROM VERSION 2.0.89 TO VERSION 2.0.90

2007-10-13

- 1) Removing a file (such as a cue) could under some circumstances kill ShowMan. This is fixed.
- 2) The List Configuration display of cue path directories is prettier as the show path has been removed from the front of the displayed name.
- 3) Removing an unused cue path could fail if the directory was manually removed from disk before the path was removed from the show.
- 4) ShowMan will no longer crash if stepping between cues in the MIDI editor and the next cue isn't a MIDI cue.
- 5) There was a race condition in closing a show using the SMPTE generator that could result in a crash on close. This is fixed.
- 6) Under perverse conditions it was possible to have two cuelists sharing the same cues on disk. If one of the duplicate cue lists was deleted, it would have deleted the cues used by the other cue list. The cues are now retained on disk until the last cue list using them is deleted from the show.
- 7) The descriptive text generated for Alcorn Binloop commands has been reformatted for improved readability.
- 8) Fixed a timing hole that could result in black backgrounds on list windows.
- 9) Fixed problems with locking a single cue list in the foreground. Previously other windows could be brought to the foreground once. Now the designated window is the only one that can get the focus, as intended.
- 10) Crashes could occasionally occur due to memory corruption when MIDI errors occurred. This is rectified.
- 11) When clicking on a message in the midi editor, the correct message wasn't always displayed in the main editor window.
- 12) MIDI loopback detection was a little loose and could complain about messages looping back when they really weren't.
- 13) The SMPTE timecode generator failed to set the biphasic mark correction bit in the timecode frame when it needed to. This could have affected very old (1970s era) equipment reading the timecode.
- 14) Changed the joystick so that it will send to the specific input list if there is one, otherwise it will send to the entire show as it previously did.

- 15) Updated the about box reflect current addressing and phone numbers.
- 16) ShowMan will now get its configuration data either from a dongle or an old-style configuration file.
- 17) Fixed a crash that could occur in a low-resources situation when it was not possible to create the AB fader window or the AB monitor window.
- 18) If a window is moved and then closed and the show saved, previously the new window position would not be remembered correctly and the window would open in the old position. Now the moved window position is correctly remembered even when the window is closed or minimized.
- 19) The show window can be minimized and the show saved, and it will remember that it should be minimized when the show is again opened. This is handy for the many shows that don't really use the main show window for anything useful.
- 20) There is now a password-protected Edit Lockout feature.

When you click on the edit lockout menu item in the Configuration menu it will ask you for a password. The password must be at least 4 characters long and cannot contain spaces. This password will be remembered and all operations that can change the show from the keyboard will be locked out. This means that you cannot edit or delete cues, and you can not close cuelists manually. However you can still select the current cue list focus, and you can minimize windows.

When cue editing is locked out, right-clicking on a cue in a cue list window will show a menu with only "standby this cue" enabled in the menu. When you doubleclick a cue in the cue list, instead of the editor appearing, the cue will be loaded to standby.

To exit edit lockout mode, select edit lockout (which will now be marked with a checkmark) from the Configuration menu again. This time it will ask for the password that you entered when you locked out editing. If the password matches the original, editing will again be enabled.

Edit lockout state and the password is remembered when ShowMan is exited and restarted. It is a good idea to pick the show you want to run and save it as the default show before locking out editing, since you need to unlock editing to load another show.

- 21) A temporary license file can be used to unlock ShowMan for a short period of time until a real dongle has time to arrive in the mail.
- 22) Fixed a cosmetic annoyance where the yellow spot on a standby cue was not cleared when the cue fired, so it stuck around forever.
- 23) The AudioBox Playback Editor was still limiting track numbers to a maximum of 511, not to the current limit of 8063.

- 24) Updated the splash screen copyright text to include 2007.
- 25) The AudioBox Show Control editor did not support the LOAD command.

CHANGES FROM VERSION 2.0.88 TO VERSION 2.0.89

2007-05-18

- 1) Added a SoundMan Server command editor. This will let you send text commands to a SoundMan Server if you have to appropriate E-Show tool configured to talk to the server.
- 2) Added code to save the screen brightness in the show when it is changed, and restore it when the show is opened. It is necessary to save the show after changing the screen brightness to keep the change.
- 3) If you modified the current show and then exited ShowMan didn't save the current show changes before exiting, and then crashed. This is fixed - ShowMan will ask you if you want to save the changes to the current show before asking you if you want to exit.
- 4) Drag-drop message editing has been restored. You can select a group of messages and drag them to some other place. Or you can drag just a single message if you want. You can still copy and paste messages.
- 5) Pasting messages in the sequence editor could complain erroneously that the message you just pasted had changed. This is fixed.
- 6) All function keys and menu items that affect normal show operation now result in MSC (or sometimes Sysex) messages on the main show MIDI output port. A monitor system can now tell what the operator is doing for all show commands. Previously only joystick input always resulted in direct output commands.
- 7) Joystick messages were not always routed correctly. This could sometimes result in MIDI loops and double-cueing if the output was looped back to the input, even if internal loopback was turned off.
- 8) ShowMan now incorporates a MIDI loop breaker to break a MIDI loop from the output back to the input. Previously if Passthru was on and the output was looped back a MIDI storm would result, very often locking up the system. Now if a message is sent out and an identical message is seen back at the MIDI input within a very short time, the second input message will be discarded as a loopback. (If a message takes long enough to get back to the inputs it will not be recognized as a loopback, and will be sent out again. This could still result in a MIDI storm, but it would be difficult to get a slow enough path from the output back to the input.)
- 9) A MSC RESET command would previously send a MIDI ALL_OFF and a bunch of ANOs under some (but not all) circumstances. The RESET command will now properly only send out RESET messages on all ports.

A MSC RESET command will also now properly set to the top of the show and leave any clocks running that had been running at the top of the show. Previously the RESET command acted like ALL_OFF and

left the clocks stopped, which was incorrect.

- 10) MSC RESET, RESTORE, and ALL_OFF will now be propagated to all output ports, not just the main show output port. This was attempted once before in an earlier version, but did not work correctly due to internal routing problems resulting in MIDI loopback storms. The routing problems are now corrected and this will work correctly. Propagating these commands to all output ports is most useful when audio playback devices are attached to other ports. This will make them stop when the show is stopped in rehearsal.
- 11) Fixed a lockup that could sometimes occur with a broken MIDI port that was unable to send data. Now the error message is properly displayed on the status line at the bottom of the main window.
- 12) Removed the "Send..." (Send Mail) item from the Show menu. I think this got added magically by an update of the compiler at some point, it makes absolutely no sense and I sure don't remember putting it in there!

CHANGES FROM VERSION 2.0.87 TO VERSION 2.0.88

2006-03-02

- 1) Fixed many problems in the Alcorn Binloop device editor.
- 2) The scrollbar in the sequence list display in the MIDI editor would not always scroll far enough to display the entire message text.
- 3) The device editor was broken for MTS-232, Kodak, and Simda projector devices. It was putting the device id in the wrong location. The device editors did not recognize these messages, and the MTS-232 E-Show device didn't recognize them correctly either.

The device configurator has been fixed. It is necessary to bring up the device configurator, select each MTS-232, Kodak, or Simda device in a show with broken devices, and select "Change". This should fix all of the cues to have the data in the right locations.

CHANGES FROM VERSION 2.0.86 TO VERSION 2.0.87

- 1) Fixed window updates so the little pacman that shows cue position should now update in all cases.
- 2) When testing a cue in the editor the highlight wasn't stepping off of the last message after it had been played. This is now fixed.

CHANGES FROM VERSION 2.0.85a TO VERSION 2.0.86

2005-05-31

- 1) Problems introduced in version 85 in fix #7 resulted in failing to load the default show. This has been cleaned up without breaking the fix for old Amiga shows.
- 2) The formatting for some messages complaining about incorrect port numbers for MIDI devices has been improved slightly.